BugDriver and Location classes, these are used for general setup. The BugDriver runs the show, creating the bugs and the board to use in program. The Location class is used just for the locations of the bugs on the board. Bug is the main parent class which just creates the bug constructors, mutators, and accessors, toString method and the two abstract methods of canMove() and move().

Beetle and Caterpillar are two child classes created under the Bug parent class. The only main difference between the two is a few different strings such as name, location, and other attributes. The Beetle and Caterpillar classes each have a set of strings, a location and a more defined canMove() and move() methods, they also define the abstract methods from the bug parent class. Lastly the Moth class is created from the Caterpillar class making the Moth class a child of the Caterpillar which is also a child of the Bug class. It has the same strings plus one, a different location and other attributes.